JOHN WILD

Human • Male • Cultist

MOV	COM	RAN	ARC	MYT	WND	SAN
4/7	7/7	5/6	7/7	2	16	8

MAN-CATCHER COM • Base • Bleed

GOD SHARD 1 MYT

This model gains +1/+1 COM, RAN & ARC until the end of the activation.

SNATCH & GRAB 1 MYT

Mark an engaged enemy model. If John Wild moves then the marked model may move with him, remaining engaged. The marked model may choose not to move with John Wild but will suffer a Bleed. John ignores disengaging strikes from his marked model but loses the mark once he has disengaged.

To disengage, a marked model must pass a COM defence test. If it fails it suffers 3 WND. If it passes the model loses the mark and may move away as normal. John Wild may not make disengaging strikes against his marked model when they successfully disengage.

Enemy Myths are unaffected by Snatch & Grab. Snatch & Grab remains in play until the marked model successfully disengages.

HOLD AT BAY (Once Per Turn) This model gains one re-roll when engaging or while engaged with a single enemy model.

MAN-CATCHER Enemy models engaged with this model suffer -0/-1 COM.

30MM BASE